

COMING FALL 2005

CALL OF DUTY 2

BIG RED ONE

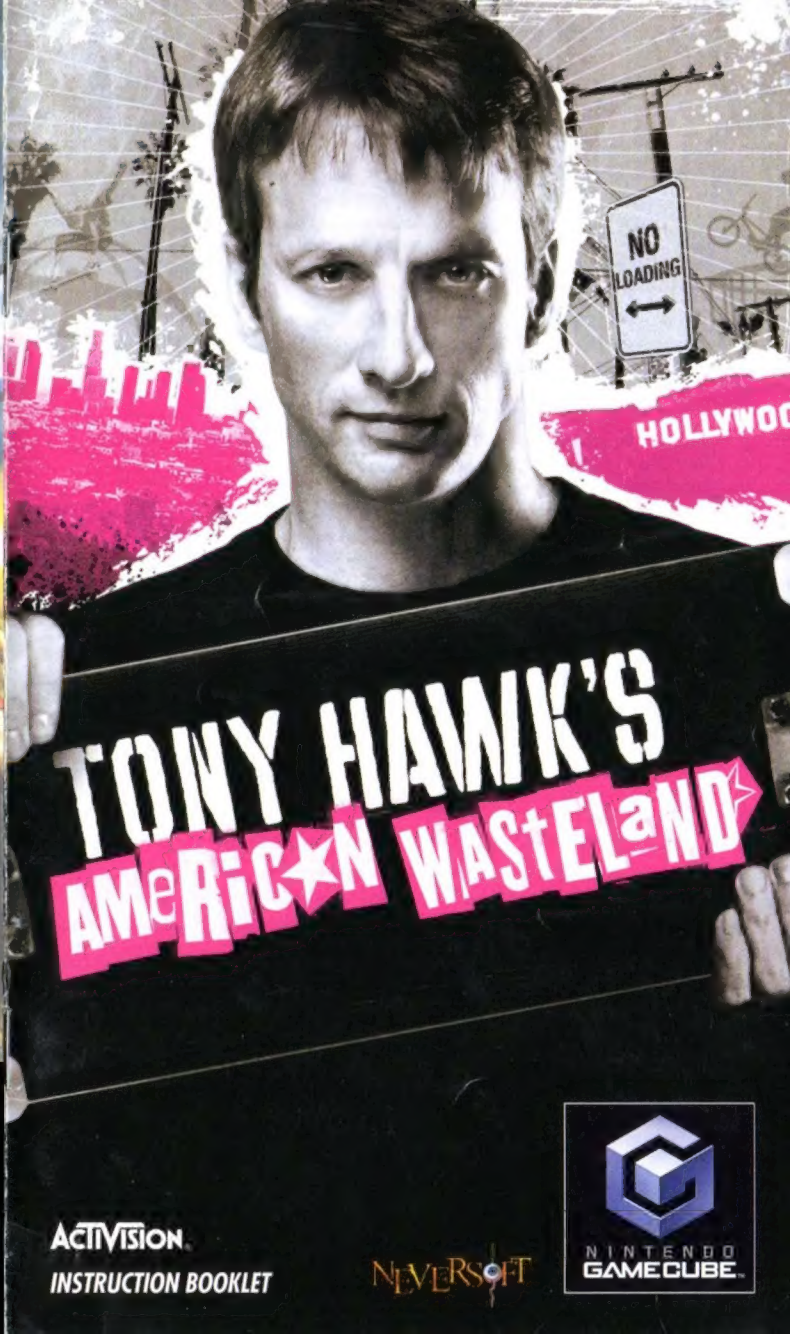
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GRACE CONSOLES."

—IGN

EmuMovies

ACTIVISION
INSTRUCTION BOOKLET

NEVERSOFT



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



2 Player
Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



Memory
Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



2 Player
Alternating

THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

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Descriptors

Blood
Crude Humor
Language
Suggestive Themes
Violence

TABLE OF CONTENTS

Controls	4
The Game Modes	9
Multiplayer Games	11
Create-A-Mode	12
Game Options	18
Credits	19
Customer Support	23
Software License Agreement	29

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CONTROLS

Basic Controls

Crouching

To crouch, press and hold the **A** Button.

Ollie (or Jump)

To ollie, press and release the **A** Button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the **X** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad performs a different grab trick. The longer you hold the **X** Button down during a grab trick, the longer you'll "tweak" the trick. The score for the trick increases over the length of the grab.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the **B** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad performs a different flip trick.

Grind Tricks

To perform a grind trick, you must be near a rail or a grindable surface (like a ledge). First ollie (press and release the **A** Button), then press the **Y** Button when near the rail or ledge to perform a grind trick.

- **50-50**—When parallel to a rail, press and hold the **Y** Button.
- **Nosegrind**—Press **↑** on the +Control Pad and the **Y** Button.
- **5-0**—Press **↓** on the +Control Pad and the **Y** Button.
- **Boardslide/Lipslide**—Rotate the board perpendicular to a rail and press the **Y** Button.
- **Noseslide/Tailslice**—Press **←** or **→** on the +Control Pad and the **Y** Button. Rotate the part of your board you want to slide on into the rail.
- **Smith/Feeble**—Press the **↙** or **↘** directional button and the **Y** Button.
- **Crooked/Overcrook**—Press **↶** or **↷** on the +Control Pad and the **Y** Button.

Lip Tricks

To perform a lip trick, skate straight up a ramp and press the **Y** Button with a direction on the +Control Pad at the lip (or top edge) of the ramp. Press **←** and **→** on the +Control Pad to balance.

Manuvals

To perform a manual, quickly press **↑** then **↓** on the +Control Pad. You can also nose manual by quickly pressing the **↓** then **↑** on the +Control Pad. Press **↑** and **↓** on the +Control Pad during a manual to balance.

Reverts

To revert when landing back onto a ramp, press the **R** Button when you hit the ramp surface coming out of an aerial maneuver.

No Comply

To perform a no comply, quickly tap **↑** on the +Control Pad just before tapping or releasing the **A** Button.

Boneless

To perform a boneless, quickly tap **↑**, **↑** on the +Control Pad and press the **A** Button. The boneless allows you to ollie higher and farther than a regular ollie. To do a boned ollie, press and release the **A** button, then press and hold the **A** button while in the air.

Advanced Controls

Focus Mode

When your special meter is filled, push the C Stick left twice to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your special meter up and your combo going to stay in Focus mode. Focus mode is limited in two ways:

- You can only use it for 15 seconds at a time (maximum).
- You may not execute Focus mode in the same combo more than three times.

Pressure Flips

Tap **↓**, **↓** on the C Stick to move your feet into pressure flip position. Press the **A** Button to ollie and the **B** Button plus either **↑**, **↓**, **←** or **→** on the +Control Pad to execute a pressure flip.

Nollie

Tap **↑**, **↑** on the C Stick to get into nollie position. Nollie flip tricks follow from nollie stance. You can also toggle between regular, pressure and nollie positions by pressing **↑**, **↑** or **↓**, **↓** on the C Stick while grinding or in a manual.

Switch Stance

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, press the **R** Button. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

Wallrides

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the **Y** Button. Press the **A** Button to wallie. Press **↑** on the +Control Pad and the **A** Button to wallieplant.

Wallplant/Sticker Slap

To wallplant, jump straight into a wall and press **↓** on the +Control Pad and the **A** Button to plant your foot on the wall and kick off in the opposite direction. To sticker slap, jump straight into a wall and press the **A** Button. To do a vert wallplant, launch off a quarterpipe and press **↑** on the +Control Pad and the **A** Button on the way up.

Wallpush

Skate or manual straight into a wall and hold the **Y** Button to push off the wall.

Spine Transfers

To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **R** Button when launching off one side of the spine.

Skitching

To skitch (get pulled behind a vehicle), press **↑** on the +Control Pad when directly behind a vehicle.

Flatland Tricks

All flatland tricks stem from the manual. Once in a manual, tapping twice on the **X** Button, **Y** Button, **B** Button or any combination of those buttons produces a variety of flatland tricks. You must balance during a string of flatland combos using **↑** and **↓** on the +Control Pad.

Double-Tap Flips and Grabs

Press **↑**, **↓**, **←** or **→** on the +Control Pad and double-tap the **B** or **X** Button twice to bust a double or more advanced version of the base (single-tap) trick. These tricks score more points than base tricks.

Flips/Rolls

When performing a flip or grab trick, you can customize your move in mid-air by using the +Control Pad. While holding the **X** or **B** Button in the air, double-tap **↓** on the +Control Pad to do a backflip, double-tap **↑** on the +Control Pad to do a front flip and double-tap **←** or **→** on the +Control Pad to do a frontside or backside roll (depending on which way your body is facing).

Powerslide

Press **↓**, **↓** on the +Control Pad then tap the **R** Button to do a quick 180°.

Acid Drops/Bank Drops

Press the **R** Button while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See the Walking section below.)

Tantrums

When you bail, a meter comes up showing your level of frustration. Try to fill up the meter by quickly tapping the **Y** Button. If you throw a tantrum, you'll earn a small Freak Out bonus score you can use to start your next combo.

Bert Slide

To perform the Bert slide, press the **L** Button and **←** or **→** on the +Control Pad. This trick can be modified by pressing the **right trigger** while in the Bert slide animation.

Natas Spins

To perform a Natas Spin, jump onto a pole or fire hydrant, and land on it while pressing the **R** or **L** Button and the **Y** Button.

Grind/Lip/Stall/Natas Branching

In the middle of a grind or lip trick, tap twice on the **X**, **Y** or **B** Button or any combination to change your trick.

Off-Board Controls

Walking

To switch from skating to walking, press the **Z** Button. While in Walk mode, use the +Control Pad to control your skater. Holding down a direction on the +Control Pad for an extended period of time makes the skater run instead of walk.

Climbing/Hanging

Jump (using the **A** Button) near a wall or hanging wire and the **R** Button to grab the ledge. While hanging, press the **←** and **→** on the +Control Pad to move your position and press **↑** on the +Control Pad to climb up onto the ledge surface.

Wall Run

While facing a wall, press **↑** on the +Control Pad toward the wall, then press the **R** Button.

Wall Flip

Perform the Wall Run command, and press **↓** on the +Control Pad and then press the **A** Button while running up a wall.

Tagging

Walk over to a wall and lay down a tag by pressing the **Y** Button while you're facing a flat surface. You can also tag the ground by pressing the **Y** Button while away from a wall surface. Learn how to customize your tag by using the Create-A-Graphic feature (see page 13).

Front and Back Tuck

Run and then release the **A** button and then press the **A** button in the air to front tuck. For the back tuck, use the same controls while standing.

BMX Controls

Biking

To switch from skating (or walking) to riding a bike, press the **X** Button when next to an available bike. To switch from the bike back to skating, press the **Z** Button at the same time. You must be standing still for this to work.

Control and Balancing

The **Control Stick** controls the rider's weight, steers the bike and balances the rider while in any wheelie or grind trick.

Pedaling

Press and hold the **A** Button to pedal and gain speed on the bike.

Braking (Front and Rear)

The BMX has two different brakes, front brakes and rear brakes. To use the front brakes, press the **L** Button. Pressing the **L** Button while holding the **A** Button will perform the Endo trick which is a stationary nose manual. To use the rear brakes, press the **R** Button. This helps the BMX to stop. When pressing the **L** and **R** Buttons (front and rear brakes), your BMX stops much faster than when using only one.

Bunny Hop

Press and release the **A** Button to perform a bunny hop (or small jump) while on the ground or at the top of a ramp.

Bike Tricks

- **Table Top**—Press the **B** Button while in the air. This helps you clear higher obstacles.
- **Grind**—Bunny hop then land on the rail or ledge while holding the **Y** Button.
- **Fast Flip**—Press and hold the **L** Button while in the air. Using this trick while rotating gives your BMX extra speed and allows you to perform more rotations in the air, faster.
- **X-Up**—Press the **X** Button while in the air. You can hold an X-Up into a grind
- **Acid Drop**—Press the **R** Button when riding out over a halfpipe, quarterpipe or bank.
- **Bike Whip Tricks**—To perform a whip trick, push the C Stick **↑**, **↓**, **←** or **→**. Each direction that's pushed on the analog stick performs a different whip trick.
- **Stalls**—To perform a stall, you must be near a rail or other grindable surface. First bunny hop, then press the **R** and **Y** Buttons at the same time to stall.
- **Tire Taps**—To perform tire taps, ride up a ramp and hold the **R** Button plus **↓** on the Control Stick to perform a tire tap, or the **R** Button plus **↑** on the Control Stick to perform a nose pick. Press the Control Stick **↑** and **↓** to maintain balance.
- **Riding Backwards**—When coming down a ramp and landing fakie (facing backwards down the ramp), you'll have the ability to continue your combo by riding backwards. Press the Control Stick left and right to maintain balance. Move the balance meter all the way to the right or left to do a 180° and ride normally.
- **Wall Plant/Tail Tap**—To perform a wall plant, jump straight into a wall and press the **A** Button. To tail tap, jump into a wall while riding backwards and press the **A** Button.
- **Wallrides**—Wallrides are performed the same way as when on a skateboard: approach a wall at a 45° angle and bunny hop into the wall while holding the **Y** Button. Press the **A** Button while wall riding to wallie hop. Wallrides can also be performed while riding backwards.
- **Spine Transfers**—To transfer over a spine, press the **R** Button when launching off one side of the spine.
- **Other Tricks**—Once in a wheelie or endo, tapping the **X** Button or any direction on the C Stick produces a variety of tricks. While in a wheelie or endo, the **Z** Button can be used to pivot.

Special Meter & Special Tricks

As you score points in *Tony Hawk's American Wasteland*, your Special Meter (the meter in the top left corner of the screen in game) fills up. When the meter is glowing and pulsing in color, you can perform special tricks that you normally cannot. The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo. By default, you start with four special tricks. You can earn extra special trick slots by completing special tasks in Story mode. Special tricks are performed using multiple direction presses on the +Control Pad with the corresponding face button. Try playing through Story mode to earn more special tricks!

Camera Control

You can use the C Stick to move the camera and check out what's around you when you're skating. If you want to switch between different camera positions, you can toggle the camera angle option found within Game Options (see page 18 for more information). Toggle through the camera angle options to return to the default camera position.

Edit Tricks

While you're skating in the game, you can always edit your tricks. To change a trick assignment:

- Select the trick category you want to edit: grab tricks, flip tricks, lip tricks or special tricks.
- Select the trick you want to assign to a trick slot.
- Select the button combination you want to assign to that trick.
- Swap tricks until you find a perfect trick setup for you.

THE GAME MODES

Story Mode

Missions

You are presented with story-specific missions throughout Story mode. To progress through the game and see all the city and skate spots, you need to complete these missions. Missions are presented to you by various characters located in and around the city. A character that's ready to give you a mission has a pink dialogue bubble over their head, indicating you can talk to them and receive your next mission. If you wish to start a mission, skate or walk up next to the character and press the **X** Button.

Shops (Create-A-Skater)

Throughout the city of Los Angeles are various shops where you can purchase clothing, skate decks and tattoos and customize your skater in-game as you would normally using the Create-A-Skater mode. To enter a store, make sure you're off your skateboard.

Cash Goals (Earn Cash)

To earn cash to buy items in the various shops, you must first complete some cash goals located throughout the city. These goals can be found by locating characters with cash symbols (the dollar sign) floating above their heads. To start a cash goal, get close to the character and press the **X** Button. These goals are persistent, meaning they're always available for you to locate and complete.

Sponsor Challenges (Earn Stats)

To increase your skating abilities, you must earn stat points. Stat points are awarded in the story through Sponsor Challenges. These challenges can be found at the skate shops located throughout the city. Walk up to a skate shop, and from the outside of the shop press the **X** Button to see the current Sponsor Challenges. If you choose to accept these challenges,

you'll need to complete them within one day (game time) of accepting them. Once you have completed a challenge, you'll be awarded stat points to increase your abilities.

Tagging Spots (Create-A-Graphic)

There are graffiti artists located throughout the city who can help you with your tagging skills. To locate one of these artists, look for the characters with the spray paint can floating above their heads. Walk up to the character and press the **X** Button to talk. You'll then be able to customize your tag in-game as you would normally through the Create-A-Graphic editor.

Inspiration Spots (Create-A-Trick)

If you feel like being creative and inventing your own skate tricks, find an inspiration spot located throughout the city that allows you to use the trick editor in-game as you normally would through Create-A-Trick. Find an inspiration spot and press the **X** Button to start the trick editor.

Compass and Maps

On the top of the in-game screen is a compass, which helps you locate all the various things to do in Story mode throughout the city. The compass shows you where the following items are located: available missions, shops, cash goals, tagging spots, inspiration spots, bicycle placement and directional arrows for moving from one area of the city to the next. There are also maps of each area located on the Pause menu, so if you need to look at an entire area at a glance, use the map.

City Buses

There are buses located throughout the city you can use to transport yourself back to areas you've already been to. This allows quicker movement from one side of the city to the other.

View Missions

At any time during the story, you can visit the Pause menu and select View Missions. The View Missions screens show you which missions are available to you, and which Sponsor Challenges are currently active for you to complete. Get more information about a mission by selecting the mission with the **A** Button and viewing the details of that mission.

Text Messages

Occasionally throughout your journey, you'll receive a text message. These messages can also be found in the Pause menu under Text Messages. These messages provide further information about the story and your mission objectives.

Classic Mode

What's Classic?

Classic mode is the traditional way players learned to play the *Tony Hawk's Pro Skater*® games. There's a two-minute timer and a list of ten goals, including: High Score, Pro Score, Sick Score, Skate Letters, Combo Letters, Secret Tape and more! Skate through memory lane as we bring back levels from previous classic games!

Co-Op Classic Mode

New to *American Wasteland*! Co-Op Classic mode allows you to grab a friend and play two players simultaneously throughout the entire Classic mode progression.

Note: To select Co-Op Classic mode, two controllers must be plugged into the Nintendo GameCube™.

High Score/Free Skate

Choose a level or city area and practice your skating skills. If you're up to the challenge, start a high score run and try to score your best within two minutes. You can set high scores and new records in this mode. To earn access to all the areas and levels in the game, you must play through Story and Classic modes first.

2-Player

When you and a friend are ready to go head-to-head, this mode offers up many different 2-player games. Please see Multiplayer Games below for further explanation of the available games.

Note: To select 2-Player mode from the Main Menu, Nintendo GameCube™ Controllers must be plugged into the Nintendo GameCube.

Create-A-Mode

If you want to customize the game, these are the modes for you! You can customize your skater, make your own skate parks, edit your graffiti tags and create your own tricks. Please see the Create-A-Mode individual sections (starting on page 12) for more details on customizing your game.

MULTIPLAYER GAMES

2-Player

To play in 2-Player mode, you will need to connect two Controllers and then you can play against a friend in split-screen action.

The Games

Trick Attack

The player with the highest score at the end of the time limit wins! You can specify the amount of time.

Graffiti

The player with the most "tagged" objects wins! Obstacles are tagged with your player color by tricking off them. A trick with a higher score will tag an object and steal it from the previous player. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Score Challenge

Similar to Trick Attack, except the match ends when the first skater reaches the target score. The score can be set as points or tags.

Combo Mambo

The player who busts the biggest single combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match. Combo Mambo can be played with either points or tags.

Slap!

The player who slaps the most wins! When two skaters collide, the faster player remains standing. So bust some tricks to fill your Special Meter, then start slapping the other skaters around!

Pot O' Gold

New to *Tony Hawk's American Wasteland*! The player that holds the Pot O' Gold can score while it's in his or her possession. Other players will try to grab the gold away by smacking the player (going faster in a collision). Once one player has scored enough points with the Pot O' Gold, that player wins the match!

King of the Hill

There's a crown out there somewhere, and the first player to find it becomes King. While you're King, you'll have the crown above your head and your time will start to rise. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Scavenger Hunt

Each player places five coins throughout the level. Be the first one to pick up all the coins, including your own five, or be the one to pick up the most coins before the time limit runs out, and you win!

Fire Fight

Suspend disbelief for a moment... You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other players. Shoot fireballs with **↑** or **↓** on the +Control Pad and the **B** Button. Keep tapping the **B** Button for double, triple and even quadruple fireballs! The skill level determines how high of a combo score it takes to launch a massive fireball.

CREATE-A-MODE

Create-A-Skater

Note: Activision Customer Support cannot troubleshoot user-made skaters.

A Note on the Story Skater

In *Tony Hawk's American Wasteland*, the Story skater you customize cannot be used in any other mode of play, and the same goes for a skater created outside of Story mode—it cannot be used in the Story. All customization of your Story skater should be done inside

Story mode (within the shops located throughout the city of Los Angeles), and all customization of a skater for Classic mode, 2-Player or High-Score should be done within the Create-A-Skater option from the Main Menu. Story mode Create-A-Skater shops are broken into sections of customization, (e.g., hair options in the Barbershop, clothing options in the Clothing Shop).

Creating Your Skater

You can create nearly any kind unique look for your skater. From the Main Menu, select Create-A-Mode and then Create-A-Skater. You can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created.

Note: Some items or customization options are not compatible with other options.

Piece Categories

The available piece categories when creating a new skater or editing your current skater are:

Information, Head Options, Torso Options, Leg Options, Tattoo Options, Scale Options, Deck Options, Sticker Options and Pad Options

Available Pieces

At the start of the game, some pieces will be unavailable to you until you've purchased the item from within Story mode. To unlock more pieces to customize your skater with, you'll need to play through Story mode and purchase these items.

Create-A-Graphic

Use this new tool to layer and combine all kinds of different graphic elements, shapes and text to create your own personal logo. Then, use that graphic as your graffiti tag, deck graphic or even a logo for your skater clothing.

Note: Create-A-Graphic is only accessible offline.

Graphic Editor Options

From the Main Menu, select **Create-A-Mode** and then **Create-A-Graphic**. You can choose to create a brand new graphic, edit the current graphic, load a previous graphic or save your graphic. You can also select from a list of premade graphics you can use or customize and make your own. Once you've entered the editor, there are ten layers to choose from. Pick a layer and then choose **Select Graphic** to choose from a wide variety of graphics, illustrations, logo shapes, backgrounds, add shapes, sponsor logos or even enter your own text! Once you've chosen a graphic element for that layer, press the **Y** Button to go back to the Graphics Editor and see how it looks on your canvas. Then you can:

- **Modify Graphic/Text**—This allows you to go back and pick a new graphic for that layer.
- **Erase Layer**—Wipe that layer clean and start over.
- **Transform Layer**—You can rotate, scale and move the graphic on that layer.
- **Flip Horizontally**—Flip the layer left to right to see its mirror image.
- **Flip Vertically**—Flip the layer top to bottom to see its mirror image.

- **Swap Backwards**—Move the selected layer behind the other layers.
- **Swap Forwards**—Move the selected layer in front of each of the other layers.
- **Copy to Open Layer**—Create a new layer with a copy of the current layer.
- **Color Palette**—Choose a color from one of the 16 boxes to change the color of the graphic element on that layer. Also, use the Hue, Saturation, Value and Fade sliders below to customize your color selection.

When you're satisfied with each layer, press the **Y** Button to return to the list of layers on the left side. Use up to ten layers to create your graphic. When you're satisfied with your graphic, select Done at the bottom of the layer list to return to the Create-A-Graphic menu. Now you can select your graphic and use it in the game!

Create-A-Park

Tony Hawk's American Wasteland features one of the most advanced level editors created, allowing you to design your own level to skate in!

Note: Create-A-Graphic is only accessible offline.

Note: Activision Customer Support cannot troubleshoot user-made editor parks.

Basic Controls

The currently selected piece acts as your "cursor" as you use the Control Stick to move the piece around your park. The **X** and **Y** Buttons rotate the piece and the **A** Button places it down. The **B** Button erases any pieces intersecting with the current piece.

Changing Pieces

Use the +Control Pad to select pieces. **↑** and **↓** on the +Control Pad allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, **←** and **→** on the +Control Pad scroll through the pieces available in that category. The name of the selected piece is listed above the piece.

Raising and Lowering Ground

Use the **L** and **R** Buttons to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, then press the **L** or **R** Button to raise and lower large sections of your park at once.

The Clipboard

You can select a portion of your park or another park and copy and paste it with the Area Selection tool. Use the +Control Pad to select the Tools category and find the Area Selection cursor. Place the cursor at the desired area. Press the **A** Button to start the selection, use the Control Stick to make your selection (shaded in red) and then press the **A** Button to complete your selection. The selection menu will appear:

- **Continue**—Return to the Editor.
- **Copy**—Make a copy of the selected area to be stored in the Clipboard category for later use.

Note: If your park is low on memory, you may not be allowed to copy large sections.

- **Cut**—Remove the selected area and store it in the Clipboard for use in a different area.
- **Delete Pieces**—Clear the selected area.

After making a selection and using the Copy or Cut function, use the +Control Pad to select the Clipboard category. Scroll using the **←** or **→** on the +Control Pad to view all your saved selections. You can then move the saved item around the park and use the **A** Button to place it.

The Gap Tool

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. Gaps always link two objects together. In the Editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a gray, wireframe "wall" attached to the piece. To achieve a gap in the game, the player must jump through one gap poly and pass through the other side of the gap poly before landing. Put the Gap Tool over a piece with a gap attached to it to modify that piece's gap poly. The **X** Button rotates the gap poly to a different side of the piece. The **L** and **R** Buttons and **↑** and **↓** on the +Control Pad modify the dimensions of the currently selected gap. Press the **A** Button to access that gap's Gap menu.

*Note: You can always get back to the Gap menu by placing the Gap Tool over a piece shaded blue and pressing the **A** Button.*

The Rail Tool

The freeform rail tool allows you to make complex layouts that go up and over any piece in your park. The Rail Tool allows you to "draw" rails any way you like. When you first highlight the Rail Tool, you'll be in Free Movement mode. Use the Control Stick to move the cursor around your park. Use the **L** and **R** Buttons to raise and lower the cursor. The **C** Stick controls the camera. Pressing the **Y** Button will "snap" the rail cursor to the nearest existing rail or to the nearest point on an object. Press the **A** Button to put down a post and start making a rail. As you move the cursor around, you'll see a rail link connecting your initial point to the cursor. Keep pressing the **A** Button to put down rail links. Press the **Y** Button when you're finished with a rail and the cursor will return to free movement.

The rail tool can also be used to edit existing rails. Move the cursor over a rail or rail link until it starts blinking. Press the **B** Button to delete the blinking sections. Press the **X** Button to "grab" the nearest rail point. Once grabbed, the rail point can be raised or lowered and dragged in any direction. Press the **A** Button to place a rail in the new position and return to free movement.

Note: You can only grind around corners that are 45° or less. As you make rails, links that cannot be continuously skated will appear as red. A green link indicates the rail transition will work.

Create-A-Park Menu

While building a park, press **START** to access the Park Editor Menu.

- **Continue**—Continue where you left off in the Editor.
- **Test Play**—Land in your created park to test your construction.

- **Switch Theme**—There are various themes to choose from and the theme can be changed at any time. Switch Theme will not erase or affect the layout of the park.
- **Resize Park**—Adjust the size of your park. You can manipulate each side of the park independently.
- **Nuke Park**—This will clear the park so that you can start over.
- **Save Park**—Save your park. The name you save under will become the name of your park.
- **Load Park**—Load a previously saved created park.
- **Load Pre-Made Park**—Load a pre-built park included with *Tony Hawk's American Wasteland*. You can learn a lot about park layout by looking at the included parks, and you can erase, rebuild and save them as your own!
- **Quit**—Takes you back to the Main Menu. Be sure to save your latest changes, otherwise they'll be lost once you exit the Editor.

Restart Points

The following is a list of restart points that are required in the created parks:

- **Player 1 Start**—The green object marked "1P" marks the starting point for player 1. Only one start point per player can be placed in a level.
- **Player 2 Start**—The red object marked "2P" marks the starting point for player 2.
- **H.O.R.S.E. Start**—These mark the starting positions in a H.O.R.S.E. game (2-player). The player 1 start point also doubles as a H.O.R.S.E. start point. Only six H.O.R.S.E. start points can be placed in a park.
- **Crown Start**—This piece is used to mark where the crown will appear in King of the Hill games. You can place one crown in your park. The crown is also used for spawn points in Pot O' Gold games.

The Memory Meter

As you add pieces to your park, the memory meter at the bottom of the screen fills up. When the entire meter is red, you can't add anything more to your park.

Note: Decreasing/increasing the Max Players allowed in the park gives you more or less memory to work with.

Create-A-Trick

Combine skate animations to make your own custom tricks! Select Create-A-Trick from the Main Menu to start making a trick. If this is your first time, choose Create New Trick to enter the trick lab. Or, choose from a variety of pre-made tricks to see how they were created.

The Trick Interface

When you first enter the Create-A-Trick editor, you'll be presented with the main "timeline interface." In the upper right, you'll see your skater, and across the bottom, a timeline of the

current trick. Build up your own trick by adding components to the timeline. As you edit, the skater in the upper left will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and continues through to the end of the last component you've placed.

Start by pressing the **A** Button to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, the duration of the animation and other trick-specific details. When navigating the timeline, use the **←** and **→** on the +Control Pad to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press the **A** Button to modify options associated with that component.

Some of the options you may see:

- **Duration**—How long this trick component will last, in seconds.
- **Start/Stop**—For a trick with an animation, you can use these parameters to effectively "chop off" the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.
- **Hold Time (grabs only)**—You can force a grab trick to hold itself for this amount of time.
- **Holdable (grabs only)**—Change this to Yes if you want the player to hold or "tweak" this grab by holding either the **X** or **B** Button during the trick. You are limited to one holdable grab per created trick.
- **Backwards (some tricks only)**—Set this to On if you want the trick animation to play backward instead of forward.
- **Points**—The length and complexity of your created trick determines the trick score.
- **Rotation**—Use the **Z** Button to toggle player-controlled rotation On or Off for the duration of the trick. Turning rotation Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate. When you're finished adding and modifying components and you want to test the trick, press the **A** Button to return to the Create-A-Trick menu.
- **Back to Editor**—Head back to the timeline to change your created trick.
- **Preview Trick**—Try your new trick in a level to see how it performs. The trick will be temporarily assigned to **←** on the +Control Pad plus the **B** Button to make testing easy.
- **Name Trick**—Name the trick whatever you like.
- **Save Trick**—Save the trick to a Nintendo GameCube™ Memory Card.

- **Done**—Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time, you can keep up to ten created tricks active. All ten tricks will be saved with your skater if you save to a *Nintendo GameCube* Memory Card. Additional tricks can also be saved individually to *Nintendo GameCube* Memory Cards. See Save Trick above for more info.

Note: After you make a trick and decide to keep it, you'll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign to the trick and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

GAME OPTIONS

Save Game/Load Game

To save a game, you'll need at least 13 blocks available on your *Nintendo GameCube* Memory Card. To check your free memory and/or delete existing games, use the *Nintendo GameCube* Memory Card screen. To load a previously saved game, select Load Game from the Options Menu.

The Story/Skater data requires 13 blocks. This file contains both your skater and any progress through Story mode as well as any unlockables you may have earned.

The Park data requires 6 blocks. The park file contains the layout of the park you created.

The Tricks data requires 6 blocks and contains a single trick that can be traded with friends or uploaded to the online trick vault.

The Graphic data requires 6 blocks depending on the complexity of your image.

Other Options

- **Game Settings:** Controller settings, sound options (The SIRIUS Satellite Radio® Music Hub with Tony Hawk's Demolition Radio™)—Pick the songs just like Tony does on Tony Hawk's Demolition Radio show on Sirius Satellite Radio), screen modes and display settings, taunt options, cutscene subtitles, camera angles and blood.
- **Game Progress:** How much you have completed of the game.
- **High Scores:** View the highest scores in the game on this screen. Toggle left and right to see all the levels. Each level has five best high scores and five best combos, as well as longest grind, longest manual, longest lip and longest combo for each level.
- **Cheat Codes:** Enter secret codes from magazines and online fan sites. Go ahead and cheat...we gave you the option!
- **Movies:** View all game movies. Some movies need to be unlocked by playing through Story mode.

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Live Near Death

Performed by USSR.
Written by USSR.
Recorded at
Brian Kogan Studios

Penalty Box

Performed by Bobot Adrenalina.
Written by Pepper Barry.
Produced by Jeremy Sison.
Courtesy of Bobot Adrenalina.

Rawhide

Performed by Nazzini.

Rise Above

Performed by Black Hog.
Courtesy of SST Records.
Written by Greg Ginn.
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Seeing Red/ Screaming At A Wall

Performed by Thrive.
Written by Ien MacKay
and Minor Threat. Produced by
Ipppei Teranishi & Thrive.
Engineered by Ipppei Teranishi.
Recorded at New Noise Studios
in Orange County, CA.
Published by Minor Threat also
Dischord Records.

Skate Afrikkana

Performed by Ughit.
Written by Stevia Ughit Dread.

Senic Reducer

Performed by Saves The Day.
Written by Sila Bator,
Johnny Ritz, Cheech Chrome,
Jeff Magnum, David Thomas,
Jimmy Zera.

Produced by Eric Stenman
and Saves The Day.
Engineered and Mixed by
Eric Stenman.
Recorded at a practice room
in Chico, CA.

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Larry Spier, Inc. (ASCAP), New
York, NY and Blue Disque Music
c/o Warner-Chappell Music
(ASCAP), Los Angeles, CA.
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Start Today

Performed by Fall Out Boy.
Written by Gorilla Biscuits.
Produced, Engineered and
Mixed by Mechina.
Recorded at Electric Lady
Studios, New York City.
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Suburban Home/ I Like Food

Performed by
Taking Back Sunday.
Written by Tamy Lombardo/
Bill Stevenson.
Produced by Taking Back
Sunday and Mike Sapone.
Recorded and Mixed by
Mike Sapone.

Taking Back Sunday appear
courtesy of Warner Bros
Records. Published by
New Alliance Music (BMI).

Teenagers From Mars

Performed by The Network.
Courtesy of Adeline Records by
exclusive arrangement with
Warner Strategic Marketing.
Written by Glen Durzsig.
Published by Evolve Music
(ASCAP), administered by Reech
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Time To Escape

Performed by Hat Snakes.
Written by Government Issue
(John Schroeder, Thomas Ostrow,
Mike Fellows, Mark Alberstadt).

Produced, Engineered, and
Mixed by Gar Wood.
Recorded at Strange Sounds.
Published by
Sambience Music (BMI)

Vandetta

Performed by Mika V
And The Kats.
From their CDEP The Days.
Lyrics: Mike Valley.
Music: Jason Hampton.

Wash Away

Performed by Alkaline Trio.
Written by TSOL.
Produced by Brett Gurewitz.
Engineered by Pete Martinez.
Mixed by Matt Hyde.
Recorded and Mixed at
Sound City/Jan Hays, CA.
Published by And There It Is
There (BMI), administered by
Wixen Music Publishing
and TSOL.

We're Only Gonna Die

Performed by Bad Religion.
Written by Greg Griffin.
Courtesy of Epitaph Records.
Published by Warner-Tamela.
Publishing Corp on behalf of
Polygram Music.

Who is Who

Performed by Dropkick
Murphys.
Written by The Adolescents
(Frank Agnew, Tony
Brandenburg, Steve Soto).
Produced by Dropkick Murphys.
Recorded by Dave Bianco at
Q Division, Boston, MA.
Additional recording by
Raymond Jeffrey.
Mixed by Jim Siegel at the
Outpost, Stoughton, MA.
Published by Bug Music on
behalf of trail, American Lesbian
Music and Adolescents publisher
designs (BMI).

Wild in the Streets

Performed by the Circle Jerks.
Written by Garland Jeffreys.
© 1973 Castle Hill Publishing.
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Albia, Inc. (ASCAP)/
Administered by Bug.

Sun of Pearl

Performed by
An Endless Sporadic.
Written by Andy Gentile
and Zach Kamins.
Courtesy of ordyTHPS
Apartment Studios.

Search and Destroy

Performed by Emanuel.
Written by Iggy Pop
and James Williamson.
Produced, Engineered and Mixed
by Kevin Rafterman.
Recorded at The Funeral Home-
Louisville, KY.
© 1973 James Osterberg
Music/Strat James Music (BMI)/
Administered by Bug and
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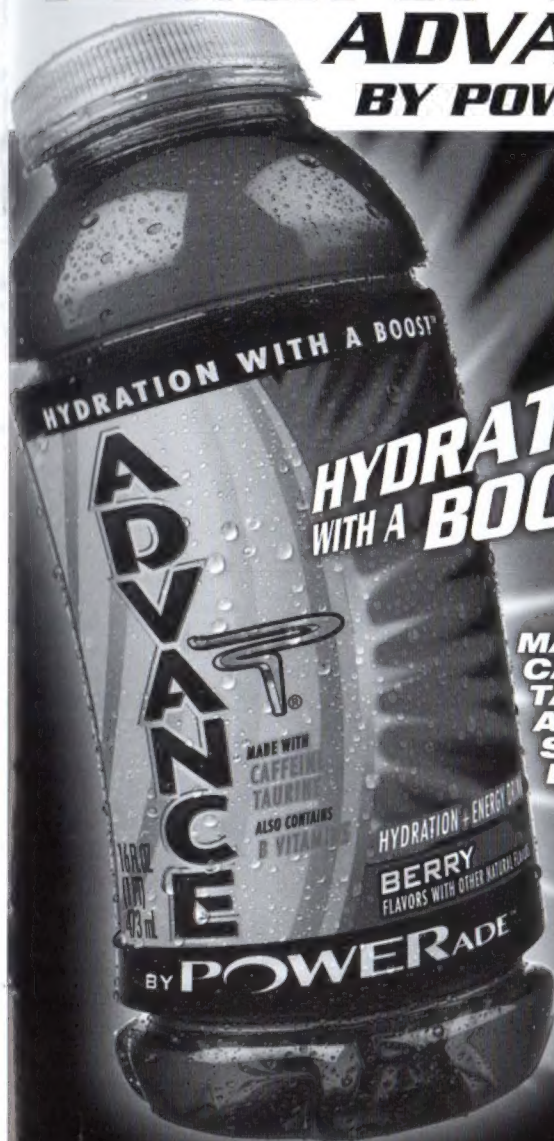
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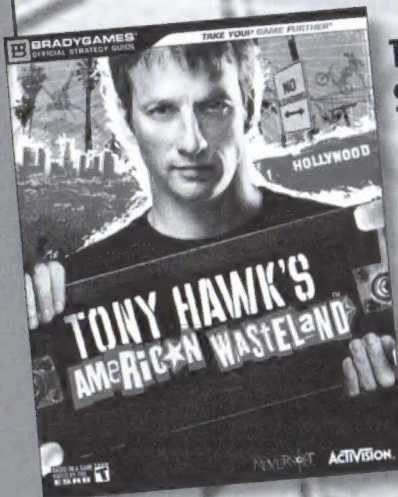
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